



RULES OF THE GAME

Avast Ye!

Yer about te play Sea Rats!™, a wicked game o' piracy on the high seas! Learn these rules well, an' in jest a few shakes you an' up te five o' yer mates will be ready te grab yer cutlasses, weigh anchor an' set sail fer boatloads o' bloodthirsty pirate adventure! Arrrghhh!

More than Meets the Eye Patch!

After ye've played a few rounds, an' know the ropes an' all, steer yer rudder te www.ThatPirateGame.com where ye can find all sorts o' piratical stuff. Like the “unofficial” Sea Rats! gamblin' an' drinkin' rules (fer adults only, mind ye), comments from yer pirate brethren, links te pirate resources, an' some fine Sea Rats! merchandise.

An' **spread the word!** Help deliver the joys o' piracy te every household, college dorm an' local pub. Pirates Rule!

Object o' the Game

The object o' Sea Rats! is te be the last pirate afloat while sailin' the seas, fightin' battles with other scurvy dogs, stockin' up with ammunition an' supplies at ports o' call, an' capturin' The Treasure fer extra power.

Yer Equipment

- 1 Game Map, with land areas, the “ocean” (grid o' dots), ports o' call (numbered circles at the edges o' the ocean) an' a large “X” in the center
- 6 Pirate Flag pieces—these be yer “Ships”
- 6 Compass markers—fer chartin' yer course from port te port
- 6 Ship's Logs—fer keepin' track o' yer Cargo
- 6 Cannonball markers
- 6 Crate o' Supplies markers
- 1 Treasure Chest
- 3 dice

Te assemble the pieces, affix the stickers te the wide sides of the wooden discs.

All Hands on Deck!

Te set up the game, place the Map on a table an' put The Treasure on the “X.” Then, each pirate:

- Chooses a Ship (flag piece) an' places it on a port—only one ship per port
- Places the same color Ship's Log in front o' him/her
- Places one Cannonball an' one Crate o' Supplies marker on the Ship's Log, directly on the line marked “6” (each ship starts the game with a cargo o' 6 Cannonballs an' 6 Crates o' Supplies)
- Takes the Compass of his/her ship's color an' holds on te it fer later

Pirates roll a single die te determine who goes first, an' then take turns goin' 'round the board, ship by ship. The order of ships never changes (like Black, Red, Blue, Green, Purple, Yellow), no matter who's in command of 'em.

Pirates may also choose te command a fleet o' 2 or 3 ships each (dependin' on the number o' pirates playin'). In that case, spread the fleets out so that ye start the game with alternatin' turns.

Mind yer Stuff

Durin' the course o' the game, yer ship will gain an' lose Cargo by:

- Fightin'
- Stockin' up at ports o' call
- Bribin', extortin', an' tradin' with other pirates

Yer Ship's Log is how ye keep track of it all, by positionin' yer Cannonball and Supplies markers on the lines o' the scale, from 0 te 12, accordin' te how much Cargo ye got. *If yer wonderin' why there's an upside-down column o' numbers, it's 'cause yer opponents need te see the log too—te know if yer a force te be reckoned with or a scallywag te make an example of.*

Chart yer Course

Each turn begins with the roll o' one die. With that roll, the ship's cap'n has the *option* o' chartin' a course te his/her next port o' call. Chart yer course by placin' yer Compass marker near the port of the number ye rolled (on the *land*, not the port itself). This shows ye the next port, an' the *only* port, where yer ship can stock up. (We'll tell ye about stockin' up later.)

Now mind, ye don't *have* te chart a course. An' ye can chart a *new* course when ye start each turn. Ye can also take yer sweet time reachin' yer destination, sailin' about the ocean, lookin' fer trouble. Jest remember this important rule: **Ye can't chart a course fer the last port where ye stocked up.** So, if yer roll just happens te be the same number as yer last port, well, there jest ain't nothin' ye can do 'bout it.

Fair Winds te ye!

Whether or not ye chart a course, yer ship sails accordin' te the number ye rolled. Choose a direction an' move yer ship in a straight line, from dot te dot, along the lines between 'em. Ships may move any number o' dots, up te the total on the die. (They can even "drop anchor" an' not move at all.) Mind ye', yer ship can't change direction *durin'* its turn, an' it can't move *onto* or *over* other ships. An' oh yeah, the "X" counts as a dot.

Makin' Port

Stock up with Cargo by landin' on the port ye charted fer. When yer ship makes port, roll a die an' divvy up Cannonballs an' Crates o' Supplies from the total, accordin' te yer likin'. Fer example, with a roll o' 6 ye could get:

- 4 Cannonballs an' 2 Crates o' Supplies
- 1 Cannonball an' 5 Crates o' Supplies
- 6 Cannonballs an' no Supplies
- Etc.

Adjust yer Ship's Log te show what yer carryin' by placin' yer Cannonball an' Supplies markers on the scale. Make sure yer markers are on the lines proper-like, so both you and yer mates can see what ye got.

Each ship can stock a total o' 12 items combined (not includin' The Treasure), regardless o' the total o' the die. An', most important, ships may not stock up at the same port twice in a row! (Carryin' The Treasure changes these rules a mite; we'll get te that later.)

Battle on the High Seas

After its move, yer ship may attack any other ship in a straight line between the two (along the map lines), by firin' up te 3 Cannonballs, accordin' te yer likin' (an' yer Cargo). Roll one die per Cannonball, an' score 1 hit fer each die *greater* than the distance from yer ship te the enemy. The defendin' ship loses one Crate o' Supplies fer each hit scored (te repair damage), an' pirates note the outcome in their Ship's Logs as follows:

- The *attacker* moves his/her Cannonball marker down 1 notch fer each shot fired.
- The *defender* moves his/her Supplies marker down 1 notch fer each hit scored.

Note: Because the total te score a hit must be greater than the distance from ship te ship, the effective firin' range is 5 dots away.

After ye attack, yer opponent can likewise fire back, if he/she is still afloat. (See "Davey Jones' Locker below.) But defenders can only fire as many shots as were fired at them.

Here's an example where the attackin' ship is 2 dots away from its opponent:

The Attack

- *The attacker rolls 5, 4 an' 2, which uses 3 Cannonballs.*
- *The defender suffers damage from 2 hits, an' uses 2 Crates o' Supplies te repair the damage.*

The Counterattack

- *The defendin' ship rolls 4, 2 an' 1, which uses 3 Cannonballs.*
- *Only 1 hit is scored on the attacker, who repairs the damage with 1 Crate o' Supplies.*

Yer ship may only fire on another ship once durin' its turn, but ye *can* fight with more than one ship, if ye like. Each battle must be completed before ye start another one.

Davy Jones' Locker

A pirate's life is full o' danger, especially if yer ship withstands damage and doesn't have enough Supplies fer repairs! If that happens, the vessel goes down into the drink, Cargo an' all. Ye don't get te fire back, an' yer ship is out o' the game. (If ye were carryin' The Treasure, it goes back te the "X".)

Capturin' the Prize

Mind ye, any pirate worth his/her salt would rather *capture* a ship than sink it! All they gotta do is use their own supplies te help with repairs, and the prize is theirs. A ship under new command will be ready te sail on its next turn. (Remember, the order o' turns never changes.) Any remainin' Cargo—Cannonballs, The Treasure, bottles o' rum, what have ye'—can be divvied up between the ships as the cap'n sees fit. *Ye can even keep the defeated cap'n on board te mind yer Cargo, roll dice, or even sail one o' yer vessels, so long as he/she swears an oath o' allegiance.*

Blackmail, Bribery an' Extortion

If yer ship is about te be attacked, ye can try te avoid hostilities by offerin' the cap'n a bribe before he/she fires the cannons. Or, if yer the cutthroat doin' the attackin', ye can try blackmailin' the other cap'n first, an' add more booty te yer coffers. If the parties come te an agreement, hostilities are avoided, an' the defendin' ship is given license te flee from the attacker immediately—by rollin' a die an' sailin' away. ***This does not count as the defender's turn, nor may he/she attack another ship, or make port, durin' that sail.***

It's Treasure that ye Seek!

The Treasure speaks te every pirate's heart, with magical powers borne o' the briny deep! Ships carryin' The Treasure can avail themselves of any o' the followin':

- **Safe Haven:** The Treasure allows a ship te make fer *any* port, regardless o' what's been charted.
- **More Booty:** The Treasure can be turned in at port fer an extra roll o' the die. An' if that roll brings yer Cargo beyond the maximum o' 12 total items, ye can take yer bounty anyway, up te a total ship Cargo o' 12 Cannonballs an' 12 Crates o' Supplies.
- **Stronger Wind:** Turn in The Treasure at the start o' yer turn te increase yer ship's speed an' distance; roll *two* dice instead o' one. Ye can also chart a new course usin' *either* die.
- **The Most Powerful Bribe:** If ye use The Treasure as a bribe, the attackin' cap'n *must* accept it; there's no pirate alive as can resist The Treasure! Arrrghhh!

Ships can “dig up” The Treasure by landin' on it (landin' on the “X”—while The Treasure's there, o' course). Simply place yer ship on The Treasure, an' move both as ye sail around the board. *Note: Ye only get The Treasure if yer ship lands on it—not if ye pass over it, or if yer ship happens te be on the “X” when someone turns in The Treasure.*

A ship can also *steal* The Treasure from another ship durin' battle—the ship scorin' the most hits gets the booty! If there's a tie, The Treasure is lost te the opponent.

Barterin' with yer Brethren

Durin' its turn, a ship can trade Cargo—includin' The Treasure—with any other ship, so long as the two are within firin' range (5 dots away).

Alliances, Cheatin' an' Other Pirate Behavior

At any point in the game, cap'ns can form alliances an' “gang up” on other players. But be prepared fer alliances te dissolve without warnin'—after all, yer dealin' with pirates here!

An', bein' pirates, ye may think it's OK te lie, cheat an' hornswaggle yer opponents every chance ye get. Not so! Accordin' te the Pirate Code, cheatin' a fellow pirate is a grave offense punishable by cat 'o' nine tails, loss o' limb an' even death! So take heed! If yer plannin' on cheatin', *don't get caught!*

Lastly, don't lose sight o' why yer playin' this game! Yer gonna have a grander time if ye let loose with an occasional “Arrrgh!,” wear an eye patch or exhibit some other piratical behavior. So hoist yer sails and man yer guns! It's time fer some piracy!